

# Nullability

In Kotlin we differentiate between references that can be null and those that can't be. This concept leads to some changes in how you write your code.

```
var a = 1  
a = null
```

// Compile time error

```
var a : Int? = 1  
a = null
```

// No compile error

*Be aware that **Int** is a **class** whereas **Int?** is a **type**.*

We have different options in how we can deal with nullable values, which are shown on the following slides.

# Nullability

Variant 1: Check explicitly for null (The java way)

```
val a : Int? = 2
```

```
val c = if(a != null) a else -1
```

```
val d = a ?: -1
```

Variant 2: Safe Call operator

```
val a : String? = "Hello"
```

```
val b = a.length
```

// Compile time error

```
val a : String? = "Hello"
```

```
val b = a?.length
```

# Nullability

Variant 3: Safe-call operator in combination with **let**

```
val list = listOf("1","2","3","4")
for(number in list){
    number?.let {
        println(number)
    }
}
```

# Nullability

Variant 4: For all NPE Lovers, the !! operator

```
var b : String? = null  
println("${b!!}.length")
```

// This will throw an NPE

```
b?.let {  
    b!!  
}
```

Variant 5: Do it yourself

```
fun <T> T?.or(default: T): T = if (this == null) default else this
```

```
var variable: String? = "Hello"  
println(variable?.length.or(-1))
```

# Nullability & type checks

The nullability also applies for type checks with **as** & **is**

**is** = instanceOf()

**as** = smart casting

```
var obj : Int = 1

if(obj is String){
    println(obj.length)
}
```

**unsafe cast**

```
val x: String = y as String
```

**safe cast**

```
val x: String? = y as String?
```

**safe cast**

```
val x: String? = y as? String
```

End of section: Nullability  
Any questions ?